KEMCO

KEMCO AMERICA, INC.
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PRINTED IN JAPAN

TOPGEAR 2™

INSTRUCTION BOOKLET

KEMCO

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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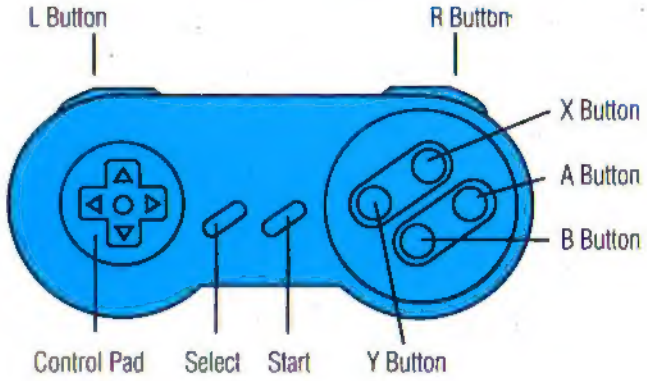
2 Fast 2 Believe!

You want fast? You don't know fast until you plug in Top Gear 2™! Take on the diabolical Super NES, or jack in with a pal for the screaming-est, twisting-est, shift happens-est race of your life! Howl through 64 cities and 16 countries at speeds over 200 MPH. Get the edge with on track power-ups. Always wanted a V-12 under your hood? You can buy one if you've got the cash. Got the guts to gear up and go for it? Then we'll see you in the Winners Circle!

Getting Started

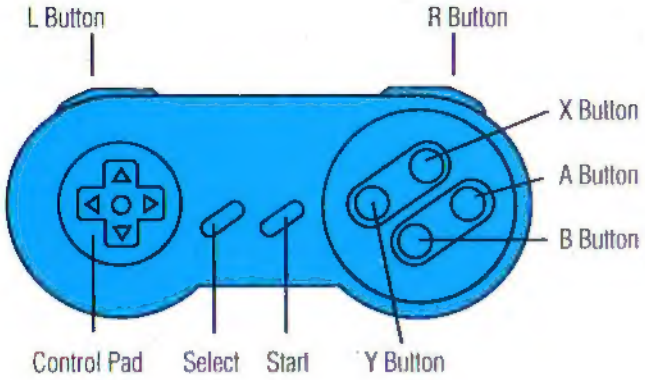
Insert the Top Gear 2 Game Pak into your Super Nintendo Entertainment System with the label facing forward. Slide the Super NES power switch to the ON position. When the Top Gear 2 title screen appears, use the control pad on your controller to move the cursor to "Start" and press any button to begin racing!

Controller Functions



During Game Options Screen, Set Up Mode, Parts & Body Shop

Control Pad: Moves the cursor to select an option or car modification.
A Button: Activate an option, or buy a car modification.
B Button: Activate an option, or buy a car modification.
X Button: Activate an option, or buy a car modification.
Y Button: Activate an option, or buy a car modification.
L Button: Not used.
R Button: Not used.
Start: Start the race, exit a set up menu, or proceed to the next screen.
Select: Not used.



Race Mode

Control Pad: Left and Right steers your car.

A Button: Nitro boost.

B Button: Not used.

X Button: Gas pedal.

Y Button: Brake pedal.

L Button: Shift down a gear (only for manual transmission).

R Button: Shift up a gear (only for manual transmission).

Start: Pause the game. Press L and R simultaneously while the game is paused to quit racing and return to the Game Set Up Mode.

Select: Not used.

Note: This is the default controller set up. For more information about changing the layout to fit your individual driving style, see "Player Options Select Mode" on page 6.

Game Set Up Mode

When the Game Set Up Mode screen appears, the following choices will allow you to set up the game to your preferences:

1-player/ 2-player: Use the A, B, X, or Y Buttons to toggle between 1-player and 2-player mode. In 1-player mode, you race full screen. In 2-player mode, Player One races the car in the top half of the screen, and Player Two races the car in the bottom half of the screen.

Start: Choose this option to start racing!

Select Country: Choose this option to select which country you wish to start racing in. Without entering a *valid* password, you **must** start in Australsia, the first country.

Options: Choose this option to toggle the Background Music on and off, and to select the game difficulty level.

Continue Game: Choose this option to enter a password, and continue racing from where you last left off (see "Password Entry" on page 25 for more information).

Start Your Engines!

After setting up the game to your preferences, and choosing start in the "Game Set Up Mode" (see page 4), there are several screens of information to proceed through before the actual race.

Player Options Select Mode

Player One enters information on the top screen, while Player Two enters information on the bottom screen. Player One and Player Two may enter information on their screens at the same time. On these screens, you are presented with four options:

Race: When you are ready, choose this option to begin racing.

Player: Choose this to enter your name. To enter your name, use the box cursor to select the appropriate letters, then press the X Button to enter those letters one at a time. Use the "__" option to leave a space between characters (e.g., KEMCO__ONE). Choose the "⬅" to backspace and erase unwanted characters. Select "End" and press the X Button to enter your name and return to the main menu of the Player Options Select Mode screen.

Note: Entering new letters automatically deletes the existing name that is shown on the screen.

Gear: Choose this option to select whether your car will have an Automatic (shift gears automatically) or Manual (player must shift) transmission.

Control: Choose this option to select a controller layout that fits your driving style. There are 5 different controller layouts to choose from.

Speed: Choose this option to change your speedometer display. Use your control pad to switch between Miles per Hour (MPH) and Kilometers per Hour (KPH).

Race Information Screen

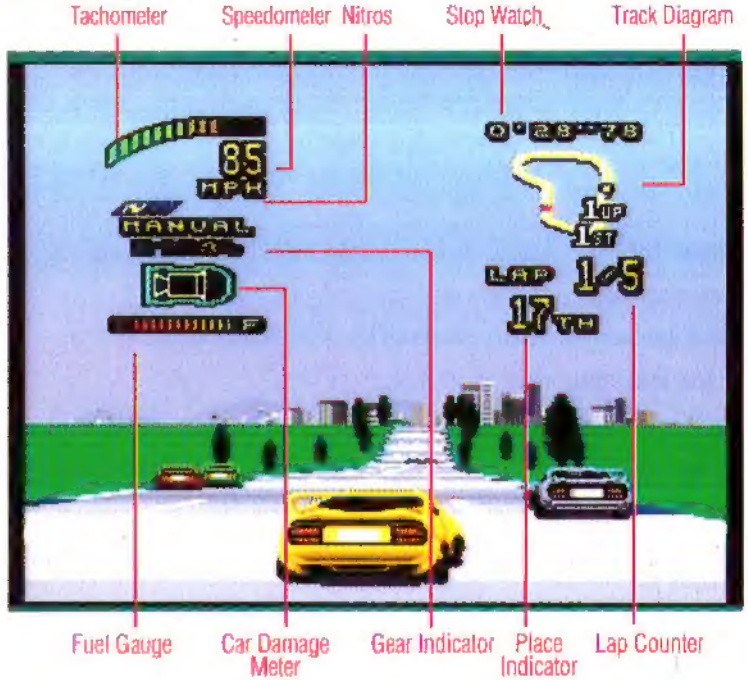
This screen shows you the current country and city you will be racing in, the length of the circuit and number of laps in the race, as well as the weather conditions, and the time the race begins. Take note of this information when setting up your car and planning a race strategy.

Car Set Up Mode

This sequence allows you to purchase equipment and set up your car to race. See "Parts and Body Shop" (page 14) for details regarding the available equipment and options. Remember the information supplied on the Race Information Screen when setting up your car.

Play Screen Details

This is what you'll see while you race:



Fuel Gauge: Indicates the amount of fuel in your tank.

Car Damage Meter: This meter indicates damage caused to your car by collisions during a race. Green is good, yellow is bad, and red is real bad. If your damage meter shows black, this means your armor is totally destroyed. Crashes will cause your car to slow down or break down entirely. If this happens, you will be retired from the race.

Nitros: This gauge indicates the number of Nitro boosts left for the player to use during a race.

Gear Indicator: Use this to keep track of what gear you are in.

Tachometer: This gauge shows how fast your engine is running (RPM). When racing in Manual Transmission, and the gauge is red, shift to a higher gear!

Track Diagram: This map indicates your current location on the race track, as well as the location of your opponent when you are racing in 2-player mode. When racing in 1-player mode, the diagram indicates your position and the race leader's location.

Stopwatch: Indicates the amount of time that has elapsed during the race.

Speedometer: Indicates your speed in MPH or KPH.

Lap Counter: Indicates which lap you are on of the total laps in this race.

Place Indicator: Indicates what place you're in.

Parts and Body Shop

Before each race, you'll have the opportunity to buy new equipment for your car (if you can afford it). Your bank account balance is displayed on the left side of the screen, below the large window. The individual prices of the available parts are indicated on the right side of the screen, below the four smaller display windows. Use the control pad to move from window to window and press the A, B, X or Y Button to purchase your selection. Remember that you must have enough money to make your purchase. Pressing the Start Button will take you directly to your first race. The different types of equipment you can purchase are detailed on the following pages:

Engines:

Stock V-6
A high-revving lawn mower engine that's economical to run.

Roarin' V-8
Silky smooth power with adequate performance describes this engine's output.

Thumpin' V-10
Raw torque and exhilarating power for muscle car enthusiasts.

Screamin' V-12
Stump-pulling torque and limitless horse power... the ultimate in high tech speed!

Gearboxes: Manual Transmissions

4-speed Standard
The bottom of the barrel transmission. Go for it, Gear Grinder!

5-speed Overdrive
The extra gear will help your top speed a bit if you're runnin' the V-6, but you'll need something with more power to really take advantage of it.

5-speed Close Ratio
Now you're talkin'!

6-speed Race Tranny
A precision transmission for the true professional driver.

Gearboxes: Automatic Transmissions

Standard
Taken directly from your Mom's car.

Special
A little more money, a little more performance...

Slick Shift 150
Smooth, limited slip power transfer.

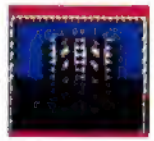
Kemco racing auto-clutch system
Can you really afford this high tech gear changer?

Wet Tires:

Generic All-Season
Are you really going to race in these re-caps?

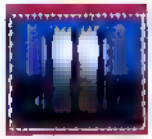
Spinner High-performance Radials
Did you order these out of a catalog?

Stick 'em Race Compound
Expensive rubber, Floyd.



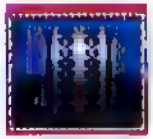
Kemco Rain Slicks
State of the art slicks for high speed wet track handling.

Dry Tires:



Generic Radial
Stop tak ng stuff off of your Mom s car!

Spinner High-performance Radials
Adequate dry weather traction



Stick 'em Soft Compound
N ce cho ce

Kenco Racing Slicks
Racing tires for the automotive performance connoisseur

Nitrous Induction Systems:

Boost 300
Standard issue boost system

Super Boost 400
Mo' PSI, Mo' speed, Mo' money

Rad Boost 500
Even more "bang per buck" Almost illega

Total Boost 600-R
Guaranteed to leave skidmarks all over the road Should be illegal

Front Armor:

Single Sheet Steel
Minimum required chassis protection

Dpuble Sheet Reinforced Steel
Offers more protection but at a heavier weight

Shock Mounted Titanium
Professional caliber racing protection

Total Rebound, triple-strength kevlar
Heavy duty paint protectant

Rear Armor:

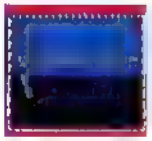
Single Sheet Steel
Better than nothing

Double Sheet Reinforced Steel
This w protect you from low speed rear enders

Shock Mounted Titanium
Expensive, but worth every penny

Total Rebound, triple-strength kevlar
Sunday driver proof

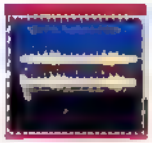
Side Armor:



Single Sheet Steel
Better safe than sorry

Double Sheet Reinforced Steel
Good protection

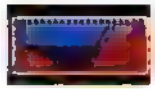
Shock Mounted Titanium
Tough enough



Total Rebound, triple-strength kevlar
Space shuttle technology, dude.

Paint Shop:

Customize your car's paint color for each race. Choose from the following colors:

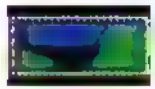


Radical Rocket Red

Kenco Cobalt Blue

Pearly White

Screamin' Psycho Yellow



Gremlin Racing Green

Too Cool Black

Gun Metal Gray

Luscious Lavender

All paints are lustrous, high quality poly-carbo-tetra-hydro-urethane and are guaranteed for the life of your vehicle (provided, of course, you never drive your car, hand wax and detail it every day, and keep it stored in a hermetically sealed environment).

Tracks and Countries

Blast through the following countries

Australasia	Britain	Canada	Egypt
France	Germany	Greece	India
Ireland	Italy	Japan	Scandinavia
South America	Spain	Switzerland	USA

Each of the sixteen countries maintains 4 race tracks for a total of 64 totally different circuits

On Track Items

Scattered on the race track are power-ups that will help you race faster or longer. You can obtain these power-ups by driving your car over them as you race. Following are brief descriptions of the available power-ups

Nitro
Refill your Nitro tanks by picking these up off the track

Speed-Up
Run these over to instantly propel your vehicle to whiplash-inducing speeds for a short period of time

Money
Obtaining these will add to your bank account and that's the bottom line, Sonny

How to Win Money

Finish a race near the front of the pack and a part of the purse will fatten your wallet. The better your finish position, the more money you can win. The breakdown of prize money is as follows

1st place finish	$10,000	4th place finish	$ 3,000
2nd place finish	$ 6,000	5th place finish	$ 2,000
3rd place finish	$ 4,000	6th place finish	$ 1,000

How to Gain Points

If you place in the Top 10 for any race you will receive Championship Points. The number of points you will receive for finishing the races are as follows

1st position	10 points
2nd position	6 points
3rd position	4 points
4th position	3 points
5th position	2 points
6th position	1 point

Finishing a Password

Every time you successfully complete all 4 races in a country the game will display a password. Write this password down carefully, so that you may enter it again if you want to continue racing in that country. See page 25, "Password Entry" for details about entering a password.

Password Entry

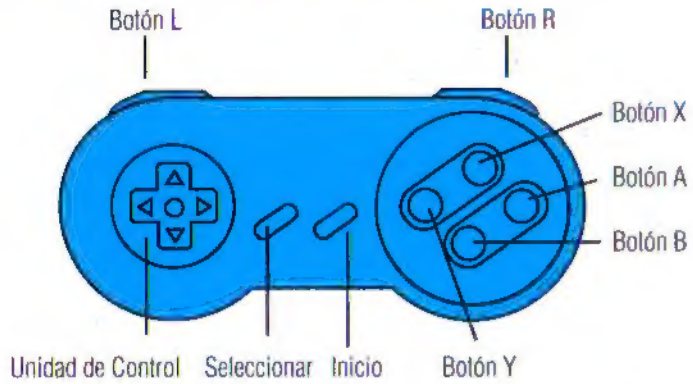
To enter a password, move the box cursor to select the appropriate letters, and the X Button to enter those letters (one at a time) until the password is complete. Select "End" and press the X Button to enter that password. If your password is valid, you will begin racing in the first race of the country the password accesses (i.e., if you enter the password for Germany, you will begin on the first race in Germany).

Note: Be very careful when you write down your passwords! If one letter is wrong, the password will NOT work.

Racing Tips

- Make sure you buy good Wet Tires for the rain and snow races, or you may find yourself out of control!
- Study the Race Information Screen to determine what types of equipment you should purchase at the Parts and Body Shop to best suit the race conditions.
- Go fast as fast as you can and don't run into anything!

Funciones Del Controlador



Durante la Pantalla de Opciones para el Juego, Modalidad de Preparación, Taller de Piezas y Carrocerías

Unidad de Control: Mueve el cursor, para seleccionar una opción o modificación del automóvil.

Botón A: Permite activar una opción o comprar una modificación del automóvil.

Botón B: Permite activar una opción o comprar una modificación del automóvil.

Botón X: Permite activar una opción o comprar una modificación del automóvil.

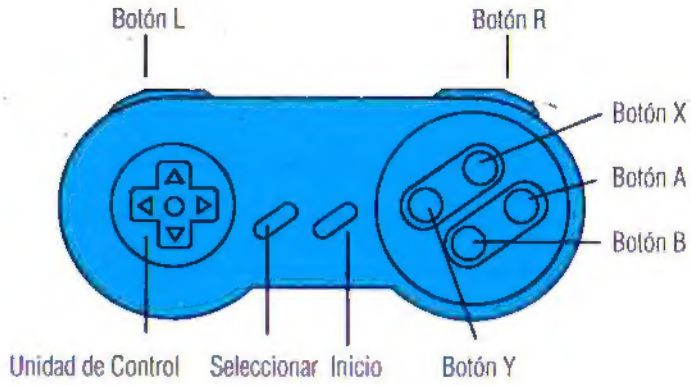
Botón Y: Permite activar una opción o comprar una modificación del automóvil.

Botón L: No se usa.

Botón R: No se usa.

Inicio: Permite empezar la carrera, salir a un menú de preparación, o proceder a la pantalla siguiente.

Seleccionar: No se usa.



Modalidad de Carrera

Unidad de Control: Izquierda y Derecha permiten conducir el automóvil.

Botón A: Sobrecarga de nitro.

Botón B: No se usa.

Botón X: Pedal del acelerador.

Botón Y: Pedal del freno

Botón L: Para cambiar la velocidad y reducirla (sólo para transmisiones manuales).

Botón R: Para cambiar la velocidad y aumentarla (sólo para transmisiones manuales).

Inicio: Pausa en el juego.

Seleccionar: No se usa.

Nota: Esta Modalidad es para la que está programado el control. Si desea información adicional para cambiar el esquema o diagrama más adecuado para su estilo personal de conducir, lea las "Player Options Select Mode" (en Inglais) que se indican en la página 6.

Notes

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KEMCO AMERICA, INC.
Warranty Return Center
P.O. Box 110
Redmond, WA 98073-0110
(206) 556-9000

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